Card Values Cheat Sheet

OUTLAST The Zombie Card Game

ACTION CARDS - played from your hand

Thriver: Play a Joker to Kill ***all*** Zombies (up to four) - OR - Use Joker to steal a card from another player.

Destroyer: The Ace kills ***all*** Zombies (up to four), regardless of suit - OR - Discard Ace and draw a new card, then take your turn.

Survivor: Play the King to receive an ***extra*** card when reimbursing your hand.

Encourager: Play the Queen, then you can play ***two*** more cards on current turn; *cannot play two Queens or two Zombie cards* - OR - Discard the Queen to receive a new card, then take your turn.

Loser: Play the Jack to ***Reverse*** order of play and ***skip*** the next player.

DEFENSE CARDS - Face Down

Shelter: Play the 10 to evade the Zombies and attack the next player instead.

Trapper: Use the 9 before phase 1 to steal the resource card that the previous player just played.

Revenger: Play the 8 to evade the Zombies and they attack the player who just put them on you. This ***reverses*** the order of play.

RESOURCE CARDS - Face Up

Trade in three Resources of any combination to receive one card instantly.

Gun: When fighting Zombies, the 7 from your Inventory kills ***all*** (up to four) Zombies. The 7 must be in the same suit as the attacking Zombies.

Gas: When fighting Zombies, play ***two*** 6 cards from your Inventory to evade them. Zombies attack the next player instead.

Food: At any point during your turn, you may exchange ***two*** 5 cards from your Inventory to immediately get another card in your hand.

ZOMBIE CARDS - Played from your hand

The next player must fight ***four*** Zombies of that suit.

The next player must fight ***three*** Zombies of that suit.

The next player must fight ***two*** Zombies of that suit.

SPECIAL COMBINATIONS - Saved in your hand

Turned Zombie: Play K&Q of same suit to steal ***one*** card from any player who must then fight ***one*** Zombie of the stolen card's suit using only the cards in their hand.

Zombie Horde: Place the 2, 3, & 4 of the same suit into Inventory. Next turn, play these Zombies on other players who have to fight them without using any escapes (one per player per turn).

Soldier Training: Place the ***three*** Jacks into Inventory. Then these automatically kill ***one*** extra Zombie every time you fight (not ***evade***) Zombies from played cards. Counts as ***one card in hand*** at the end of the game.

Secure Defenses: Put the ***three*** cards (three 8s or three 9s) from your hand into the Discard pile, then draw ***four*** new cards.

HEROES - Assigned to each player at the start of the game

♣ **Recruiter:** At any point on your turn, use your club Hero to look at the top ***three*** cards of the deck and use ***one*** of the cards' abilities. You do not reimburse yourself for playing that card.

♠ **Cutthroat:** When fighting Zombies, use your spade Hero to ***add one*** to the total number of Zombies. This evades them and attacks the next player instead.

♦ **Trader:** At any point on your turn, use your diamond Hero to trade ***three*** of your cards with any other players.

❤ **Theft:** At any point on your turn, use your heart Hero to take ***two*** Resources from any other players.